

## OVERVIEW (or how to win)

You take the role of the German High Command. Your task is to conquer as much as possible of Western Europe before the weather deteriorates in October: the game runs from May 1 to September 30. The game runs at 15 seconds a turn, a full game taking around 40 minutes plus any player pauses. Countries surrender when you capture all their cities.

You score points as follows:

Conquer Britain: 80,000 points

Conquer France: 50,000 points

Conquer Belgium, Denmark, Netherlands, Norway: 10,000 points each.

Historically only Britain survived the Blitzkrieg, but should you defeat Britain in the game you will score 80,000 points: a major victory, but not enough to avoid the ultimate disaster of a two-front war. Note that you can improve on history without taking Paris: if you defeat Britain and two of the smaller countries, the remainder will be in a strategically hopeless position.

## THE STRATEGY

The Strategy module allows you to choose between the historical deployment of forces and variations of different strengths, to enable you to see how you would have fared had you planned the offensive. We recommend that you choose the historical set ups for both sides in your first game.

## THE MAP

On the reverse you will find a grand strategic map of the whole battle area of Western Europe. The major terrain features (cities, ports, major rivers, sea) are shown as well as the predominant terrain in each area. For your convenience, a grid has been superimposed, so you can refer to any part of the map by its grid number, map references should be read using x axis first and y axis second, (eg. Paris is 11,28)

The computer knows the detailed terrain, but you will only discover this, with enemy deployments, the hard way: as Panzers move through an area you can display the surrounding area on the screen (Press T). It is very important to remember that, although the predominant terrain in each area is known, the actual terrain encountered by your Panthers as they manoeuvre and fight may be different: an exact route could not be planned in the heat of battle. Thus, square 29,23 is predominately wooded, and if you send Panthers into it there is a high probability that they will find woods, but they may also come across unexpected patches of open country, small rivers, or other terrain. The designers have carefully analysed the entire map and assigned the probabilities of each type of terrain in each area for maximum realism.

## LOADING INSTRUCTIONS

Disk:- Load "AS", 8,1 and press RETURN

Cassette:- SHIFT and RUN/STOP together. Press play.

You will be asked which load you want to play. Select and follow instructions.

## PREPARING FOR WAR - PART 1

Option Screen 1. Demo of Armaments - Display of available weapons.

2. Prepare for war - Set up your Scenario.

3. Go to war - Load part 2.

If, after 20 seconds, no keys have been pressed the program will go into the demo mode. Press any key to return to the option screen.

## THE DEMO

The Demo module displays the major weapons in the campaign [with technical details]. It will cycle indefinitely until you stop it by pressing any key. Pressing "H" will bring up information on the particular war machine being displayed. Press "H" again to move on to the next picture.

## PREPARING FOR WAR

You will be asked various questions on how you would like to set up your army. Each question will initially display the default value.

1. Select between 100 and 400 industrial resource units (IRU's) with which you can build up your forces.
2. Medium tanks give you more of an attack punch but cost more to build.
3. Select between 5 and 15 divisions to vary your strength and flexibility.
4. Amphibious divisions are essential for a successful invasion of Britain.
5. More reconnaissance will give you more knowledge of the enemy but you will have less IRU's to build tanks.
6. Assigning forces - each division can have between 1 and 9 points of ground strength and 0 and 9 points of air strength.

## Cost of one strength point in IRU's

Unit Type	Point Type	No Medium Tanks	Medium Tanks
Panzer	Ground	1	2
Panzer	Air	3	3
Amphibious	Ground	4	5
Amphibious	Air	6	6

The values are changed using the keys given below.

Commands	Keyboard	Joystick
Increment value Yes	+	Right
Decrement value No	-	Left
Return to default value	*	Fire
Go to next question	@	Down
Return to last question	↑	Up
Return to option screen	Return	Return

When you select the option to go to war you will be asked if you want to save your scenario to a blank tape or disk. This is not necessary but if you want to try using the same scenario more than once you should.

## GOING TO WAR - PART 2

### Option Screen

1. Load Scenario - Load a previously saved scenario.
2. Use default scenario - use historical default.
3. Use custom scenario - use data set up in Load 1. Only available if section 1 was loaded first.

### Deploying your forces

You will have to position your Panzer Divisions on the 16 "Jumping Off" points indicated on the strategic map using letters A through P. All amphibious divisions are held in reserve until you order them to invade from a friendly port (Kiel or Bremerhaven at the start of the game).

### Controlling Your Forces

On the strategic map your forces are given orders and inspected using the pop-up index cards at the bottom of the screen.

F1 - Utilities - Various program options.

F3 - Orders - Send orders to your forces.

HALT - and await further orders

RECONNAISSANCE - Hold and check surrounding terrain for enemy forces

PROBE - Advance, but halt and report if any enemy units are found.

ADVANCE - Advance, report if any enemy units are found, but only halt if the enemy are stronger.

ATTACK - Advance and attempt to overwhelm any enemy forces found.

INVADE - This is used by amphibious divisions in reserve only. You can only select ports in your control.

F5 - Status - Receive information from your forces.

F7 - Messages - Review all messages sent to you.

### Commands

### Keyboard

Increment value/Order: Yes + Right

Decrement value/Order: No - Left

Next Option/Message @ Down

Last Option/Message ↑ Up

Leave card/Confirm order Return Return

### Joystick

To switch between the top and bottom of the strategic map press SPACE. To switch between the tactical view and the strategic map press T.

To see the names on the Index Cards press the Commodore key.

To see your current state of play press S.

## TACTICAL VIEW

This is the view from inside the divisional commanders tank. You use this screen to plan your route across Europe by avoiding enemy forces and poor terrain.

You can fire upon any visible forces, although it is best to avoid the conflict. The attitude towards your forces will depend upon the current orders given to that division i.e. an attacking division will come under more fire than a probing division.

The view from each divisional commander can be seen by using the keys given below.

### Command

### Keyboard

Rotate right L Right

Rotate left , (comma) Left

Crosshair up A Up

Crosshair down Z Down

Fire Space Fire

Next Division +

Last Division -